



Mecklenburg County Park and Recreation

*The Natural Place
To Be...*

Game Rules

MECKLENBURG COUNTY PARK & RECREATION DODGEBALL LEAGUE RULES AND REGULATIONS

I. NAME

The league shall be known as the Mecklenburg County Park and Recreation Department's Dodgeball League.

II. RULES AND REGULATIONS

All teams will be governed by the WORLD DODGEBALL FEDERATION RULES and the MECKLENBURG COUNTY PARK AND RECREATION DEPARTMENT'S league rule exceptions mentioned below. Fee: \$140.00 per team.

III. TEAMS

1. All teams shall be of uniform dress consisting of same or similar color jersey and each jersey must have at least a six (6) inch number on the back. Taped numbers will not be allowed.
2. Roster limit will consist of six (6) players with a max of twelve (12) players. All rosters must be filed with the MCPRD by the first game.
3. Each team will play with six (6) players on the court. Ideally teams will have 4 males/2 females **or** 4 females/2 males. Teams can play with any ratio of male/females as long as there is at least 1 female/1 male on the court at all times.
4. Players transferring to another team must inform and receive permission from the other coach/manager and MCPRD.
5. Teams cannot add players to their rosters after they complete their first night of regular season games. It is the team manager or captain's responsibility to notify the league if they make an addition to their team roster. All new players must be added to the official roster in order to be eligible to play. Failure to do so will result in forfeiture of games.

6. Each team should be ready for play with at least five (5) players on the court no later than five (5) minutes past their scheduled game time, **for the 1st game of the night only.** (The officials and Athletic Coordinator have the final call.) **PENALTY: Forfeiture of game to the opposing team.**

IV. PLAYER ELIGIBILITY

1. Individuals can play on only one (1) team within the MCPRD league structure.
2. Any ineligible player will be subject to suspension for one (1) calendar year.
3. If a player is declared ineligible, all games that he has played in will be counted as losses.
4. Any manager/coach knowingly playing a suspended or ineligible player will be suspended for one (1) calendar year.
6. Each manager should give the official scorer their roster by no later than 5 minutes prior to game.
7. Coaches are to verify the names and numbers of their players prior to game time.

V. GAME PLAY MODIFICATIONS

1. All games will be governed by a 20-minute running clock time limit. Each team will receive two 30-second time outs per game. Also when starting a game/set the same six players will play until the end of that set.

2. **Getting points:** There are three different ways for points to be given: (1) any team winning a set will give them 5 points. (2) Any team with more people on one team than the other at the end of the game will get 3 points. (3) And if both teams have the same amount of players at the end of the game, both teams will receive one point. The clock does not stop between each set (a set is when all players on one team is considered out). As long as time remains on the game clock, a new set may be played. However, any set in progress when time expires will be stopped and players will be counted and points will be awarded. If a team forfeits the opposing team will get 3 points.

3. **Starting the game:** The balls will start on the centerline. The players will start with one foot on or behind their team's end line, until a whistle is blown. When the whistle is blown each team may rush to the centerline to retrieve the balls. However, the player won't be able to throw the ball until it is behind the attack line.

4. **Player call out if:** (1) the ball hits any part of the player's body, clothing, or uniform. (2) Player throws a live ball which is caught by the opposing team. (3) Player throws a ball that is considered a headshot. (4) Player that intentionally moves their head into the throwers path. (5) Player steps over the centerline with both feet. (6) A live ball hits an opposing player and ricochets to strike another opposing player before hitting the ground, both players will be considered out. (7) Players stepping over the end line, intentionally (Players moved my momentum will not be called out but given a warning).

5. Any team that has a player that catches the opposing team's ball will also have a teammate, who was once considered out, to come back in the game.

6. Scorekeeping/Reporting: Recreation staff will be responsible for keeping track of the score throughout the game. The score should be announced by referee prior to every new set that is played.

7. **Penalties/Violations:** (1) To reduce stalling, a violation will be called and a ball will be rolled to the opposing team if that team is caught stalling for more than five seconds. (2) When a player steps over the centerline with one foot, they will receive a verbal warning, next time will be considered out. (3) Pinching the ball or trying to take the air out of the ball before that throw. When a team has reached a second violation this results in a penalty which gives the opposing team one point.

9. Players may legally enter the game, for the first ten minutes. Any player arriving after the first ten minutes will NOT be eligible to participate in the rest of the game.

VII. TOURNAMENT PLAY

1. The league champion and runner-up shall be determined by a single elimination tournament.

2. All players must be present for one (1) regular season game to be eligible to participate in tournament play. *Exception being a verifiable injury exemption. (Proof must be provided either at the beginning of the season or when the injury happens.)

VIII. CODE OF CONDUCT

MCPRD WILL ENACT A ZERO TOLERANCE POLICY FOR
COACHES, PLAYERS & SPECTATORS

1. All managers/coaches are responsible for the eligibility of their players and the conduct of their team and spectators. Suspension of coaches, players and other team affiliated persons will occur if any eligibility and/or conduct guidelines and procedures are not adhered to.

2. Only managers/coaches and the team captain(s) will be permitted to consult with an official. This must be done in a sportsmanlike manner. PENALTY: Any manager/coach ejected from a game will be subject to a one (1) game suspension for the first offense and then a one (1) calendar year suspension for the second offense in the same season.

3. Only the players and the team manager/coach will be allowed to sit on the bench.

4. Any player ejected from a game for unsportsmanlike conduct will receive a one (1) game suspension for the first offense and a one (1) calendar year suspension for the second offense in the same season. Any player ejected from a game for fighting will receive at least a (3) game suspension. Depending on the severity of the situation participant(s) could be suspended for an entire calendar year.

5. Any player ejected from a game must leave the court and gym in a timely manner. Failure to do so will result in a team technical foul and possession of ball given to opposing team.

IX. SUSPENSIONS

1. Any violation while under suspension will constitute a second offense.

2. Any player and/or manager/coach that are suspended from league play will not be allowed to participate in league play as a coach/manager or player during their suspension.

3. Players and/or coaches/managers suspended for an entire calendar year must apply in writing for reinstatement.